

Start:

[Me dropping all of my items except the two starter items.](#)

[Me stealing coins to buy seaweed because I'm an idiot and couldn't find it on Entrana. Also the proof of me making the Molten Glass to be used in Horror from the Deep.](#)

Milestones:

My first big goal was 76 Fishing so I could get the Raw Shark for The Fremennik Trials.

[Safe HP level \(17\) to attempt to access the Lighthouse/Barbarian Outpost Basalt Rocks](#)

[48 Fishing for Barbarian Fishing](#)

[Working on 15 Agility for Barbarian Fishing](#)

15 was gotten on mobile but this is what I did to get it.

[First Cooking level \(21\) with my own fire](#)

Note that I had originally planned to lock Keldagrim behind some things so I did not have access to an easy to get Tinderbox. I had been killing Fremennik townsfolk in order to try for a drop and I finally got one here. I had forgotten about Olaf's fire by the Keldagrim entrance and so I trained from 1-20 using [Almera's house](#) at the Baxtorian Falls.

[45 Cooking for Swordfish which allows for carefree/wasteless barehanded harpoon fishing and better food.](#)

[35 Agility for the Barbarian Outpost Agility training course and Horror from the Deep quest requirement.](#)

I hit 55 Strength while going for 76 Fishing but I messed the screenshot up by being in the middle of typing a private message.

[70 Fishing. the level needed to barehand fish for Swordfish](#)

[76 Fishing which allows me to fish Sharks, and I need one Raw Shark for The Fremennik Trials.](#)

After getting 76 Fishing the next requirement I needed to knock down for Horror from the Deep and Fremennik Trials was 34 Smithing, needed to make Steel Nails to repair the bridge by the Lighthouse for Horror from the Deep.

In order to even train Smithing I needed 43 Magic so I could turn ores into bars.

I farmed around 600 Nature runes and at least 2400 Fire runes from Flesh Crawlers in the Stronghold of Security in order to have the required amount of Superheat Item casts to make the required bars to hit 34 Smithing.

I trained Magic using a combination of runes purchased from the Zamorak Mage in the Wilderness (After completing the Enter the Abyss miniquest) and Chaos runes gained from the Maze random event.

This is me mistakenly training [Crafting to 10](#) and [Mining to 5](#) since I thought I wouldn't have access to bows because Keldagrim was locked.

[I Cursed a lot of Barbarians in Barbarian Village to hit 43 Magic.](#)

With Smithing training now unlocked I started the Mining grind to get 30 Mining for Coal for Steel Bars.

[15 Mining](#) I would superheat these ores to have as many bars in my inventory as I could while I was smithing at the anvil.

[15 Smithing](#) Killed some [Dwarves](#) for their Bronze Bar drop since I was 6-7 XP from 15 Smithing and didn't want to waste a Nature rune on a Superheat. Took a while to actually get a Bronze Bar but I did end up with some goodies., some extra Natures, some Chaos runes, a few Iron Bars, and some gp.

30 Smithing was achieved on mobile. [Here's 31 Smithing instead.](#)

[34 Smithing!](#) Here are the [Steel Nails fresh off the anvil.](#)

[Imgur Album of the Barcrawl](#) (Missing the Forester's Arms screenshot since I'm bad)

Obtained these exception items: Pineapple Chunks, House, Saw, Swamp Tar, Air rune, Earth rune

[Horror from the Deep](#) completed in one attempt wearing this [sexy gear](#).

[Harpoon in 3 Dagannoth kills.](#)

[Fremennik Trials completed](#) This is the first big milestone of the account

[Jungle Potion completed](#)

[Shilo Village completed](#)

[Stats as of this log.](#)

What next?

The Lost City

The Fremennik Isles

Lunar Diplomacy

80 cooking

38 Herblore